



General condition of sale

Preamble

The Virtual Reality (VR) game room will be referred to as the VR room in the GTC below.

“Customer” means any person who has paid the amount giving access to the VR room.

“User” means any person using the services offered in the RV room.

Equipment integrity and image rights

The Customer and the User are required to maintain the VR room and all equipment in good condition and to use them in accordance with authorized use. In addition, the Customer and the User are required to use the room and the equipment so as not to cause or risk of causing any damage to other users, aeroscopic premises and equipment.

Throughout their presence in the aeroscopia premises, the Customer and the User undertake to behave in a respectable manner, to comply with the rules, the Rules of Procedure and to cooperate with the aeroscopia staff.

Due to the nature of the games, no recording can be made in the VR room by the Customer and the User. Thus, the use of video and/or audio recording devices (including but not limited to: mobile phones, cameras, Go Pro) is strictly prohibited. Any use of this type of device may cause the game to stop completely.

The Customer and the User undertake to read and respect the safety and fire protection instructions, as well as the emergency exits. These are clearly identified in the VR room. It is therefore strictly forbidden to obstruct emergency exits, which must remain clear in all circumstances.

The Customer and the User are aware that it is absolutely forbidden to bring into the premises and the VR room objects considered as physical hazards (explosive, flammable, pressurized or liquefied gas, corrosive) and dangerous to health (toxic, skin corrosive, irritating/sensitizing, carcinogenic/teratogenic).

Risks and health of players

Aeroscopia brings to the players' attention the risk of dizziness or headaches during the game session or in the hours following the end of the session. VR games can affect the perception of space. They must be used sparingly.

VR games are not suitable for people with epilepsy or neurological disorders, people with high blood pressure, heart disorders, acute mobility disorders, psychiatric disorders (anxiety disorder/post-traumatic stress), back or neck pain, or any other type of medical condition affecting the senses of smell, vision or hearing, as well as persons suffering from motion sickness, pregnant women and the elderly.

A person who arrives intoxicated or who has consumed drugs will be immediately excluded.

Aeroscopia informs you that a VR experience is highly immersive. The virtual aspect, although extremely close to reality, has unnatural aspects that it is good to know and accept before embarking on the experiment.

Some participants may suffer from loss of balance, headache, locomotor pain, dizziness and in extraordinary cases, symptoms of epilepsy.

If a participant has an illness or disability that may be affected by the experience, it is strongly recommended that they consult their physician before participating.

The participant represents and warrants that he/she is in good physical and mental health, that he/she has (had) no medical condition that may interfere or indicate that he/she should not participate in the experiment, and that he/she has no reason to, medical or other, which against would indicate his participation in the experiment.

Each participant thus engages in full knowledge of the risks that the unfolding of the experiment may lead him to run.

In addition, aeroscopia, is not responsible for personal injury or property damage caused directly or indirectly by the game or by inappropriate use of the game or for not following the safety rules described before the game session.

Minors

Access to the facilities is restricted to unaccompanied persons aged 15 and over. Minors can access the facilities from the age of 10, provided they are at least 130 cm tall, accompanied by a person of full age who will have to complete and sign a release of liability in place of the accompanied minor.

If a participant accompanies a minor under the age of 15, he is solely responsible for complying with these directives, to inform the minor of the rules, to be available and attentive to him during the course of the experiment.